



# ***MORPHING GENESIS***

## ***Quick Reference Guide***



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This Quick Reference Guide is an excerpt from  
**"MORPHING GENESIS FIGURE with Daz Studio & Hexagon"**

Get your own copy of the detailed step-by-step & fully illustrated  
instruction guide as published by Winterbrose Arts & Graphics.

1. Open Daz Studio 4.5+ with Genesis figure.
2. Send Genesis figure to Hexagon 2.5.
3. Adjust Viewport controls to see area to morph.
4. Choose to desired Brush tool for sculpting.
5. Sculpt Genesis figure to desired look.
6. Validate changes.
7. Change mesh components to fine-tune/detail.
8. Validate changes.
9. Save model in Hexagon format for future use.
10. Send Genesis mesh back to Daz Studio.
11. Test Morph.
12. Adjust and Save Morph.